

CLAIMS

The invention is claimed as follows:

1. An electronic game, comprising:
a base;
5 a spinning unit affixed to said base and adapted to spin relative thereto, said spinning unit including a display mechanism adapted to displaying text that dictates actions to be taken in said electronic game;
a circuit for controlling said display mechanism; and
a sensor including a magnet disposed in said base and a magnetic switch
10 disposed in said spinning unit for communicating with said circuit,
whereby said circuit triggers said display mechanism based on the communications from the sensor independent of a minimum speed requirement.
2. An electronic game according to claim 1, wherein
15 said display mechanism includes light emitting diodes.
3. An electronic game according to claim 1, wherein
said spinning unit includes a speaker.
- 20 4. An electronic game according to claim 3, wherein
said spinning unit includes a microphone for recording sounds to be played by said speaker.
- 25 5. An electronic game according to claim 1, wherein
said spinning unit includes a handle.
6. An electronic game according to claim 5, wherein
said handle includes at least one control button.
- 30 7. An electronic game according to claim 1, wherein
said spinning unit is translucent plastic.

8. An electronic game according to claim 1, wherein
said circuit is disposed in said spinning unit.
- 5 9. An electronic game according to claim 1, wherein
said circuit is a microprocessor.
- 10 10. An electronic game according to claim 1, wherein
said display mechanism is a single row of light emitting diodes.
- 11 11. An electronic game according to claim 1, wherein
said single row of light emitting diodes extends from an outer periphery of the
spinning unit towards the center of the spinning unit.
- 15 12. An electronic game according to claim 11, wherein
said single row includes seven light emitting diodes.
- 20 13. An electronic game according to claim 11, wherein
said spinning unit is substantially circular and said single row extends along a
radial line thereof.
- 25 14. An electronic game, comprising
a base;
a spinning body adjacent said base and adapted to rotate relative thereto;
a display mechanism disposed on said spinning body and adapted to display a
text message when said spinning body is rotating; and
a circuit in electrical communication with said display mechanism and adapted
to communicate the text to be displayed; and
a sensor including a magnet and a magnetic switch in electrical communication
with said circuit, and adapted to communicate to said circuit when said spinning body
30 is rotating, thereby effecting initiation of the text display.

15. An electronic game according to claim 14, wherein
said sensor is configured such that is can determine the rotational speed at
which the spinning body is rotating, thereby effecting regulation of the text display.
- 5 16. An electronic game according to claim 14, wherein
said spinning body is coupled to said base.
17. An electronic game according to claim 16, wherein
said spinning body is substantially surrounded by said base.
- 10 18. An electronic game according to claim 14, wherein
said magnet is disposed in said base; and
said magnetic switch is disposed in said spinning body.
- 15 19. An electronic game according to claim 14, wherein
said display mechanism includes light emitting diodes.
20. An electronic game according to claim 14, wherein
said spinning body includes a speaker.
- 20 21. An electronic game according to claim 20, wherein
said spinning body includes a microphone for recording sounds to be played by
said speaker.
- 25 22. An electronic game according to claim 14, wherein
said display mechanism is a single row of light emitting diodes.
23. An electronic game according to claim 22, wherein
said single row of light emitting diodes extends from an outer periphery of the
30 spinning body towards the center of the spinning body.

24. An electronic game according to claim 23, wherein
said single row includes seven light emitting diodes.
25. An electronic game according to claim 23, wherein
5 said spinning body is substantially circular and said single row extends along a
radial line thereof.
26. An electronic game according to claim 14, wherein
said spinning body includes a handle.
- 10 27. An electronic game according to claim 26, wherein
said handle includes at least one control button.
28. A method of displaying text for an electronic gaming device, the
15 gaming device having a spinning unit and a base, the method comprising the steps of
rotating the spinning unit relative to the base;
using a sensor to generate information by determining when the spinning unit
makes a complete revolution, and the rate at which the spinning unit revolves; and
initiating a text display based on the information from the sensor.
- 20 29. A method according to claim 28, wherein
the step of using a sensor includes using a magnet and a magnetic switch.
30. A method according to claim 28, wherein
25 the step of initiating a text display includes text formed from a single row of
light emitting diodes.
31. A method according to claim 30, wherein
the spinning unit is substantially circular; and
30 the single row of light emitting diodes extends along a radial line of said
spinning unit.

32. A method according to claim 28, further including the step of regulating the text display using the information from the sensor.

33. A method according to claim 32, wherein
5 the regulating step includes regulating the text display using the rate at which the spinning unit revolves.

34. A method of playing an electronic game with a spinning electronic display, comprising the steps of
10 spinning a body that is coupled to a base, the body including at least two lights positioned thereon;
activating a magnetic sensor that determines if the body is spinning relative to the base;
reading a text display formed by the lights positioned on the spinning body
15 being selectively activated when the sensor indicates that the body is spinning; and
taking action dependent upon the text display.